



THE JACG NEWSLETTER

JACG

THE JERSEY ATARI COMPUTER GROUP

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MAY 1992

FROM THE EDITOR'S DESK

Longtime readers of this newsletter under my stewardship know that April and May are usually bad times for me. For one thing, the Stanley Cup playoffs are in full swing and no newsletter business can be done with hockey on TV!

And this year work has conspired against me as well. I've been married to a beeper for the last three weeks and I've worked so much overtime that my three old son called me at work this week asking if I could come visit him at his house!

And what would May be without final exams and projects at Rutgers? And while this year is no easier than any other (and in many ways more difficult!), at least the end of the long tunnel is finally in view!

Yes, after three straight years, winter, spring, summer, fall, I will finally be graduating from Rutgers this May! Oh joy of joys! To get home at 5:30PM EVERY night. To actually get to spend time with my kids and wife. And of course, finally I will be able to get really acquainted with my Atari again!

So many interrupted Atari projects to finish: There are articles I've been meaning to write, my FSII plane is still stuck in Texas somewhere en route to Cleveland, my Alternate Reality character is still wandering in The Dungeon, my great Action! programming projects calling me, and more. I can't wait to get to know my Atari all over again!

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FLEA MARKET Before Meeting

CALENDAR OF EVENTS

NEXT MEETING:

June 13th, 1992

IT'S ATARI SAFARI TIME!!!

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GENERAL FEATURE

'PREZ'ING MATTERS

by Ed Salvesen, President JACG

This year is a Presidential election year so, assumedly, more people will be going to the polls than usually do. That's politics in the big picture. In the smaller pictures, it doesn't work quite the same way. Oh. There's a similarity where elections are concerned; but after the elections, the President tries to get the lawmakers to see things 'his' way while the lawmakers are SUPPOSED to vote their constituent's choices.

Many feel that legislators vote in their own interest. If so, it behooves them to measure their interest and keep it in line with their constituents if they want to be re-elected.

But they get paid well (overpaid?) for their participation in government, something that's not so with non-profit organizations such as we are. Apathy ALLOWS them to vote their own initiatives, including their own pay raises! (Money & Power) That's incentive!

We have no such incentive. We must rely on volunteers to get things done. But, there's just so much you can expect from a volunteer until you have 'burnout'. For instance, Dave can beg until he's blue in the face and still not get newsletter articles!

Please keep this in mind when I ask for help in the Fall and you can start by participating now!

Okay. Here's the deal: Sometime this year BEFORE Bush is reelected (that's only a prediction and nothing more), the JACG will have to make a big decision for itself. We are sliding down to that critical mass that no longer supports monthly printed newsletters! There are many alternatives, some of which I give you,

here & now:

We could go to disk. (But if we go to disk, we're 2 different clubs, in essence, 8 & 16 bit) Ironically, though saving money, it would require MORE volunteers! We can publish (whether disk or paper) bi-monthly, as many other clubs have done while still keeping monthly meetings/demos/fleas. We could pare down DOMs every other month and include our newsletter and make those freebies. (We'd HAVE TO; you'd be entitled.) We could do NOTHING and when our treasury ran dry, disband!

I believe this must be decided by June or we'll lose too much money if we wait till Fall. I'm hoping that some of our April non-renewals were at TCF and renew in May.

Without about five renewals monthly, on average (critical mass 60), I don't feel we can continue in the 'status quo', and without renewals or new members, we DON'T break even for April or May. That said, I will suggest (and vote, unless I get enough feedback) that the JACG stay on paper, but go to bi-monthly publication. I believe that we'll still be able to mail bi-monthly newsletters at the two ounce rate. The savings in mail alone would be only about \$30-\$35 bi-monthly, but publishing costs should be reduced as well and delay any more drastic steps.

There is PLENTY of time for you to turn over your newsletter, get my address, and send me YOUR OPINION on this matter! I will suggest that the EX-Comm vote on this matter in June so you have about four weeks to make your opinion known.

Please respond, and come to the ATARI Safari, in June.

Till next month...

16 - BIT FEATURE

THE JACG ST VP'S COLUMN
by John H. Dean, JACG 16-bit VP

Thank you, Fred Zandt, for your *excellent* demo of Antic's CAD-3D program! Like all good demonstrators, you had obviously prepared yourself by running through beforehand the steps you were going use for the demo. The result showed. For those who weren't there, and don't know what the program demo'd is, CAD-3D is an "object oriented" graphics program which lets you create drawings of three-dimensional objects and manipulate them in a three-dimensional "universe." These objects may be joined with other objects to create new objects, or arranged into three-dimensional "scenes." I was so impressed that the first thing I could think of was that I was glad that I had the program at home so I could work with it myself.

Incidentally, the latest issue of E. Arthur Brown (E34) announces that they have acquired the remaining inventory of Antic Publishing, and their price for this marvelous program (CAD-3D 2.0) is a paltry \$14.95! Better get a copy before they are all gone.

I'm looking forward to the 'Atari Safari' scheduled for June, mostly because I'm not doing a demo myself (for the first time in many years) so that I can have a chance to see what all of the others are doing. If you haven't yet signed up with Prez. Ed Salvesen, do so at the May meeting. We need you!

8 - BIT FEATURE

2 BITS FROM THE 8-BIT VP

by Joseph E. Hicswa - JACG 8-bit VP

We are always encouraged and fulfilled to see so many members and guests attend our Saturday meetings. April was no exception in spite of unpleasant weather and the Trenton Computer Festival. Several members

went after the meeting; others went Sunday. There was an ATARI computer club seminar that day. The Flea market was meager. Apparently many sellers were peddling wares at TCF.

It was good to see Editor David Arlington and Secretary & Membership Chairlady Susan Castle who busily put address labels on newsletters. Then it's always nice to see pretty, feminine faces at our meetings. (EDITOR'S NOTE: Why, Joe! That's the nicest thing you've ever said about me! Oh... You were talking about Susan only?)

Our 16-bit VP, John H. Dean is always impressed with Joe Roborecky's devotion and ability to quickly get set-up for our demos. I agree with Mr. Dean and add my appreciation to his: THANK YOU JOSEPH ROBORECKY!

In APRIL issue of ATARIUSER (Only available to members who attend meetings) are interesting ATARI tidbits: ATARI sales plus ATARI software continue higher than the overall economic environment. Perhaps Oracle Atariuser is hinting new products in the offing. Get future issues at our meetings.

Page 8 is "CHUCK" full of 8-BIT INFO by Chuck Steinman about Bob Puff's terminal program BOBTERM. Read it, you'll be glad you did.

If you're concerned about VIRUSES; If you use an IBM emulator; If you use a MAC emulator, then read page 12.

On page 16 is a review of CALAMUS SL, the newest entry in the prestigious field of ATARI desk top publishing. Get a copy of April ATARIUSER at next meeting. Read John Nagy's article about CALAMUS SL and you'll say "WOW!" also. There are other important items but I must move on.

Share old ATARI-related magazines with me. Bring them to next meeting.

Between March and April meetings I found seven ATARI ads in classifieds of 3 newspapers. After calling and notifying sellers of JERSEY ATARI COMPUTER GROUP, two were interested. Copies of our newsletters were mailed to those individuals. Copies were also sent to N.J. PC USERS GROUP, Box 14 PARAMUS, N.J. 07852-0014. Although they are an "IBM PURIST club", some members are friendly to ATARI users. NJPCUG has a knowledgeable vice president who answers just about any IBM hardware/software problem.

We missed little Anthony Innone at April meeting. He was scheduled to do an 8-bit demo. His mother cancelled -- something about school work. HMMMMMMMMMMMM is he spending too much time on computer and neglecting lessons?

From time to time I pick up and browse through one of my computer related manuals. It's amazing how many new things I re-learn. For example.... see my article A MANUAL REVIEW elsewhere in this newsletter.

I requests for:

TAB KEY ASSEMBLY (1200XL)
9 VOLT D/C POWER PACK (ATARI video game unit).

COMPUTER/TV switch box (between computer and TV antenna terminals).

Bring to next meeting.

We had two 8-bit demos: LAZER CHESS by Edward Bresnowitz (Denville), and F-15 STRIKE EAGLE by President ED SELVESEN (Kearny).

Ed Bresnowitz, electrical technician for Bell Labs got an ATARI 130XE about 4 years ago and immediately called ATARI, California for a local computer club. He received a number for Jersey Atari Computer Group but his calls got no response. Ed did not give up. Two years later someone did answer and he's been a member since.

Mr. Bresnowitz saw LAZER CHESS listed in COMPUTE Magazine and copied it. The author won \$5,000 in a Compute Magazine Software Contest.

LAZER CHESS is similar to regular chess except a lazer beam is used to ZAP your enemy pieces which are different, somewhat like mirrors. They may be rotated to reflect and direct your beams towards the enemy or re-direct enemy beams away to protect your pieces. This is a two person game played on ATARI XE & XL 8-bit computers. (computer just watches and ensures the moves are legitimate). Very interesting and challenging. To exercise and develop your mental powers, try LAZER CHESS!

Mr. Bresnowitz donated his copy to our club library. It contains the DOC file. THANK YOU MR. EDWARD BRESNOWITZ. Check future newsletters for when it will be available at our meetings.

President Ed Selvesen needs no introduction if you've been attending our meetings. If you haven't then it's about time you did. He does an excellent job piloting F-15 STRIKE EAGLE. Want to survive air combat, see ACE Ed Selvesen!

F-15 STRIKE EAGLE is a challenging JET AGE AIR COMBAT scenario. Graphics are outstanding; mechanics like the real thing. If you don't learn fast, you don't survive. Your carrier based fighter has mission in the Middle East. There are seven levels which include targets in Iran, Iraq, and Persian Gulf. Ole strategic, dead-eye Ed zaps them every time. With pilots like Ed, I feel safe.

Ed said if you're unable to get your copy from dealers who advertize in our newsletter, then check ads in ATARIUSER and AIM magazines.

During demos a computer went into ATTRACT MODE. Editor David Arlington, who is very knowledgeable with 8-bit code showed us how to restart the

attract mode loop without having the pressed key displayed on screen.

Use CONTROL A (pressed simultaneously).

As Mr. Arlington explained, "It enters as a keypress in the internal register that controls ATTRACT MODE but does not show as a keypress in any other register that checks for keypresses." David is a walking computer manual.

CHROMA CAD 3D will be demo'd at May meeting by Joseph Kennedy. (See my article in April newsletter). The author has given us a 15% club discount. I will take your order at the meeting.

The disks were sent to Librarian Sam Cory to make authorized BACK UP copy for our club. Something happened. Sam needed the manuals which were forwarded to him. Later Mr. Cory notified me that Mr. Kennedy will do the May demo. Joe has the manuals and will study them during his trip to Germany. He is scheduled to return in time for May meeting,

One member did not understand BOBTERM on JACG disk #196D. President Ed stepped right up there and explained it all. BOBTERM, an outstanding modem program was written by Bob Puff. See page 8, April issue of ATARIUSER.

I need 8-bit demos for July, August and September. Let me know what you have.

June is ATARI SAFARI month for JACG. That's when members show us what they enjoy using on their ATARI's. I need you to show us how to use some of the 8-bit languages: EG: FORTH; ACTION; LOGO; ETC. Let me know what you have. (My address and number listed on back cover).

For the SAFARI we supply electric outlets, members bring their own hardware and software.

Although being your 8-bit vice president I do not know everything, thus was unable to answer the following questions:

What is ATARI MACRO ASSEMBLING?

How does a person ARC and UNARC 8-bit files?

If you can answer those questions, please write an article for our newsletter. (EDITOR'S NOTE: Since school commitments will finally be over by the next issue, I will write up answers to both these questions for Joe and the user who asked them. - Dave A!)

whataya know! I just experienced a bit of serendipity.

Filenames, I've been told, must always start with a Capital Letter (A through Z) and may be followed by digits (0 through 9). e.g. F101.BAS. This article which you are reading was supposed to have the filename of: VP8BIT92.APR. When I wanted to recall the file and asked for VP8BIT92.APR, I received ERROR 170 (File Not Found). Directory was checked and sure enough the file was not there. Instead, it was mistyped as: 8BITVP92.APR. My First Xlent and ATARIWRITER + word processors BOTH accepted it. The file(name) is written to disk; read from disk; and shows up in disk directory with a digit as first character. How about that. Something new learned today.

See you in JUNE. Bring family members and friends.

8 - BIT FEATURE

8 - BIT PD LIBRARIAN'S REPORT

by Sam Cory, JACG 8-bit PD Librarian

Last month was a disaster for which I appologise. No 8-bit disks because no one with a set could get there. That is the first time I allowed this to occur during my stewardship of over four years. Lets just call it a holiday. "HAPPY" everyone.

JACG#247D, DOM for last month will still be sold for \$2. It is from John McGowan as were the Print Shop Icons Disk, JACG#246D. John is a DD3 Textpro addict. His talents are brilliantly exposed in 247D. More sinfully explicit details to be trotted out in future issues. This is a series of files with detailed explanations of how you can automate printing. He used Star NX as the printer. Since he has two printers this system is so designed to be able to switch all printer codes depending which printer is in use. As John says some people accuse him of going into too much detail. The docs print out to over 25 pages. I find it refreshing, elucidating, educational, satisfying, and just what I need. In fact if possible I could use more. You will learn a huge amount about the workings of Textpro.

In addition we will have the MARCH/APRIL OL HACKERS disk as a DOM, JACG#248D. As usual there is a Basic program, BUDGETIZER, that RUNS when the spacebar is pressed. Good for those who failed in IRS 1991. Please do NOT skip the meeting minutes. You will see what a bunch of active 8-bit persons can do in an only 8-bit club. Also they have a column on reviewing other newsletters that really covers the 8-bit news with a lot of hints. Sorry, not in this month. Read some of the older, or forthcomming issues.

Since the last issue of Textpro had not reached me I called Ronnie Riche. He has drive problems and can

not duplicate. He promises soon??

I mentioned in March column using the former back of the disk saves me effort. If when I try to format the disk fails, I have saved loading the former front which is usually ok. We always use both side of the disk for our DOM. I am reclaiming older library disks. Some of those were the old SD front only, when you were excited to find the rear was good. That was when we paid \$1 for the least expensive disk, and a disk was a treasure.

HORRORS!!!!!!! MY favorite subject. If you have heard this before go to the Presidents Page.

TV is now selling their future in science bytes. A future TV that everyone wants to: have; produce; use; and be first with. This computer TV has, as yet, and probably never will have a place for ATARI.

It will be digital with a very detailed screen. Just dream away. Here are some of the predicted options which are growing every day: Voice reccognition; multiple images; screen finger prompting; be the visual phone we have been promised for years (due to optical fibers); accesses like GENIE, and COMPUSERVE; the cable images; etc. All for a nominal monthly fee.

There is a big battle now between the phone, the sattelites, and cable companies. Who will be the winner?? Since under the present system neither phone or cable have fiber optics in any great amount, I am betting on the phone company. The new 2' dish sattelite system could be one of the winners. Just think; they could give you all these services without any cable to cut. Do not forget the car phone system. They are already asking for more and more frequencies. Must be one I forgot. What next monopoly case will be filed.

True, you now can get excellent cable reception both land and sky, but

the huge number of channels needed in the future can hardly be available until more satellites are put up. That is why I feel the phone companies will have the inside. Horrors! are we going to have the telephone poles festooned with wires of the multiple competing systems we have now: AT&T; MCI; etc. Why would that be? Because you want the least expensive, best service.

I was talking last night with someone who feels threatened by it all. He is part of the home security industry. He knows his still infant business could be nipped in the bud. The electronic newspaper headlines IBM getting into the video terminal for conferences. It will allow several displays at the same time to present room or face pictures, graphics, or whatever. This is the first stage of the above now possible through the new networking systems, and the rapid expansion of fiber optics over the US. I promise to never again bring up this subject. Well at least not in this detail. Heck! I write this column. You take your chances. Sam Cory

16 - BIT FEATURE

A LEARNING EXPERIENCE

by John H. Dean, JACG

Touch-Up is a wonderful program. No, this isn't going to be a review of Migraph's GEM based virtual page image creation and editing program. It will be a description of some of the good stuff I have found out about it during the last month or so.

Vernon, NJ is the town where I live, even though as many of you know, my mailing address is Rural Route 2, Sussex, NJ. Anyway, Vernon is celebrating its Bicentennial (200 years, dummy) this year - it was Chartered as a town by the State of New Jersey on November 19, 1792. I am a member of the Vernon United Methodist Church, and it fell upon me to publish a brochure describing the "History of

Methodism in Vernon, NJ" for the Heritage Committee which was supporting the Celebration. "No sweat!" as they say. All I had to do is to get a Desk Top Publishing program going on my trusty Atari ST and it will be like falling off a log. Well, pretty easy, anyway.

Since it was going to be that easy, I thought I might as well include some illustrations to spice it up a little. The church historian had a 1906 postcard of the church building as it appeared then. Back then (circa 1900) it had an interesting octagonal cupola/steeple. This steeple was blown off during a storm in the 1920's and a picture of it would be a good addition to the History. It seemed like a good idea to just scan it in and we're in business.

That's when the fun started! First you have to set the scanner to indicate whether you are going to scan line art (that is, solid black and white) or Photo (halftone). Next, the scan resolution of 100, 200, 300 or 400 dpi is set, and then the contrast setting. Fortunately, I had acquired the scanning tray, Merge-It and Scan & Save programs from Migraph because the post card was too wide to scan in one pass. I don't know how I ever managed to get even half way decent scans without the tray. Taking into account the fact that the post card was very faded, I set the contrast a little high, and went to work. First scan the left side, save it, and then the right side, save it, then on to the merging of the two.

My first learning experience! I couldn't find the images, let alone merge them. What happened? Well, in setting up the scanner, you go to the Scan Area Dialog box to set the maximum height you want to scan, or the limit your available memory will let you use, depending on the dpi you have selected. The more dpi, the more memory you need. 2.5 megabytes of memory ought to be enough for this job, so I set the maximum height to the maximum length

indicated that I could use. Consequently, I had a lot of blank space at the top of the image, and I just didn't scroll far enough to get the image on the screen.

After another try, there it was, and by following the instructions in the manual, I was able to get the left and right image to merge exactly as they should be. The funny thing was, the contrast was completely black and white! How could that be? Easy, I found out. I had set the scanner to read the photo as line art - and that is what I got, instead of the halftone I thought it was going to be.

My second learning experience! The postcard photo of the church and steeple included trees with bare branches in front of the steeple, and my idea was to 'touch them up' so they wouldn't hide the steeple from view as they were doing in the photo. That's what Touch-Up is for, isn't it?

So, back to the scanner, this time in the right mode to grey scan a photograph. It Works! It took a lot of trial and error trying to find the right amount of contrast to have the image appear halfway decent on the screen. Also, the merging was more difficult because of the lack of definition caused by the grey scaling and consequent alignment in the merging process. After a trial run of printing out the photo scanned image, and trying to decide how I would ever be able to get rid of the tree branches that obscured the steeple, I decided I was better off using the line drawing scan.

My third learning experience! While merging works as advertised, it also creates big files - in the 200 Kilobyte range. So, to avoid this, I tried turning the photo sideways and get it all in one pass of the scanner. No trouble in doing that, but of course the image has to be rotated 90 degrees, which Touch-Up will do for you with the computer. However, this uses up memory, and if you don't have enough, Touch-Up

will use paging, which is actually using the disk drive as virtual memory. This takes time! It took 45 minutes to rotate a 4 x 6 inch 400 dpi image. That's t-o-o-o- long for me. The 'paging' was not required after I learned not to use a ram disk when rotating an image was going to be necessary.

In any event, the Historical brochure turned out just fine. I may have a sample for you to see at the May meeting.

8 - BIT FEATURE

A MANUAL REVIEW

by Joseph E. Hicswa - JACG

From time to time I re-read manuals to refresh my memory and relearn things that were forgotten. Past readings skimmed over the section dealing with COLOR command because my monitor is a black and white T.V. Yesterday I paid a little more attention and was surprised at what I learned.

The manual is YOUR ATARI COMPUTER by Lon Poole, Martin McNiff and Steven Cook; printed by Osborne/McGraw-Hill, Berkeley, California, 1982.

I learned that COLOR in Graphics Mode 0 together with PLOT & DRAWTO will graphically display ATASCII characters on my screen. It was like WOW!, how come I missed this before? So about 2:30 in the morning I sprung out of bed, switched on monitor and computer then composed the following miniprogram.

```
0 REM "D:GRAPHICS.001" A COLOR/GRAPHICS
0 DEMO
10 PRINT CHR$(125)
20 FOR L=0 TO 255
30 GRAPHICS 0:COLOR L
40 PLOT 5,5:DRAWTO 5,20:DRAWTO
10,10:DRAWTO TO 20,20:DRAWTO 20,5
50 OPEN #1,4,0,:"K:":GET #1,K:CLOSE #1
60 NEXT L:GOTO 20
```


70 SAVE "D:GRAPHICS.001"

For you non-programmers, LINE 0 is a REMark statement for benefit of humans. Computers disregard REM's. LINE 10 clears the screen. LINE 20 initiates a loop of 255 passes (one for each ATASCII character).. LINE 30 GRAPHICS 0 opens a channel for screen display: COLOR determines which ATASCII will be printed. LINE 40 sketches a path for printing each ATASCII character. (The diagram is changeable to make your own various designs). LINE 50 pauses the program, permitting operator to view and note design. To continue merely tap space bar.

LINE 60 starts the next loop. After all 256 loops have been completed, the program starts all over again. LINE 70 saves program to disk when changes are made: Type GOTO 70

Perhaps you will customize design and demonstrate your creativity; Show us your handiwork with a meeting demo or a newsletter article.

Everytime my my manuals are reread, I become smarter and understand a little more. Have you learned, relearned something lately? Share it with us.

8 - BIT FEATURE

DOC SPLITTER

by Joseph E. Hicswa - JACG

It is frustrating to have corrupted disk files that refuse to bootup -- ERROR 144 -- especially with no BACKUP!.

A disk repair program was recommended. My search went through stacks of disks. There it was. I found it! #79: DISKMASTER (For ATARI Classic 8-bit with 48 RAM) by Warren K. Small. Hastily it was booted up. I did not understand the operations and was wary of further complicating my

corrupted disk. Docs were needed. They were on side 2.

FIRST XLENT WP was booted; DOC file loaded but... NOT ENOUGH MEMORY showed up on screen. DOC file filled 288 sectors. Another frustration! Not to be deterred, I put on my ATARI innovative, thinking cap and come up with the following thought: "Split the DOC file". That's what I did.

A program was necessary to transfer part of DOC to one file (NEWDOC.001), another part to second file (NEWDOC.002), and if necessary the last part to a third file (NEWDOC.003).

First, my word processor was re-booted and available memory checked. There was room for 28824 characters (bytes). A 5.25 disk sector holds 125 bytes of file. After booting up First Xlent, my computer could accomodate 230 sectors (28824/125).

Splitting the 288 sectors DOC into two files of 144 sectors, each would fit into computer with my word processor. Next, I had to learn the starting Sector and Byte of DOC file on disk. This is how I found them:

A DOS disk was loaded in Drive #1 and booted into computer. Then DOC FILE DISK went into Drive #1. The following program was typed and RUN.

```
10 OPEN #1,4,0,"D:DSKMAS.DOC"
20 NOTE #1,S,B
30 PRINT "SECTOR = ";S,"BYTE = ";B
40 CLOSE #1
RUN
```

SECTOR = 4 BYTE = 0

This showed DSKMAS.DOC started in Sector 4 with Byte 0. The figures were recorded on my pad. Next, I prepared for and wrote another program.

There was room (>288 sectors) on DOC FILE DISK for the NEWDOC files; DRIVE #2 was not needed. If DRIVE #2 was necessary, then LINE 120 below

would have read ... "D2:NEWDOC.001"

```
100 S=4:B=0
110 OPEN #1,4,0,"D:DSKMAS.DOC"
120 OPEN #2,8,0,"D:NEWDOC.001"
130 POINT #1,S,B
140 FOR L= 1 TO (144 * 125)
150 GET #1,G:PUT #2;G
160 NEXT L
170 NOTE #1,S,B: PRINT "S=";S,"B=";B
180 CLOSE #1:CLOSE #2
190 PRINT "MAKE NOTE OF S & B"
200 PRINT "CHANGE LINE 120 TO ....002"
210 PRINT "AFTER CHANGE, TYPE GOTO 110"
RETURN
```

NOTES: New S & B numbers automatically fill in line 130. BUT, if you type RUN, they revert to original S & B from line 100; both NEWDOC files will contain identical data. There was no problem splitting DOC into two files.

FIRST EXLENT was rebooted, each NEWDOC file loaded separately, abridged then returned to disk. Later they were combined into one shorty that fit comfortably in computer alongside word processor. With a little editing, the printing was a breeze.

After studying the new DSKMAS.DOC file I precisely followed instructions. All corrupted files were saved entirely and glitched disk repaired.

Using above procedure with some calculation I can take any giant size text (DOC) file, dice it, load the pieces and print them with my little, but powerful 48K 8-bit ATARI computer. How about that!

Noise from Noyes

- D. B. Noyes, JACG

ATARI CORPORATE HEALTH

I just heard on the news today that ATARI stock took a mega nosedive on news that it (ATARI Corporation) had lost its' suit against Nintendo Corporation. ATARI is now trading somewhere between \$1.00 to \$2.00. I hate to be characterized as a "gloom and doomer", but I see a collapsing ATARI market (both in market share, and market base) with the MS-DOS/IBM clone "sucking" the last lifeblood out of ATARI. It is unfortunate that ATARI products, in many, or most ways superior to that of others, are destined at some (probably near) future time to become part of the "Smithsonian" closets of many extremely loyal and talented ATARI users and developers. I have sufficient hardware and software to continue a long term relationship with my MEGA ST4, and I intend to use it to my fullest requirements, but I do not count on a stable supply of new commercial hardware and software products being available. I rather hope, however, that some modicum of PD/share/free ware will continue to be available, and that the few loyal developers remaining will continue, for some time into the future, to "grind" out their products. As to hardware, I can only hope that replacement/expansion capabilities will be supported; I cannot foresee a brighter picture than that.

ATARI SAFARI

It is once again time to consider our early summer institution: the ATARI SAFARI. I have participated actively as a demonstrator at this event for several times running. I have always enjoyed the SAFARI, both from participation, and from observing, being educated, and being entertained by the efforts and expertise of the other demonstrators. This giving and receiving has always greatly outweighed the effort involved in the dismantling, packing, loading, unloading, unpacking, assembly, dismantling, packing, loading, transport, unloading, unpacking, and assembly of my

equipment.

This year, if five or six of us demonstrate, there will be about twenty or twenty five of us to observe...if we are lucky! The critical mass (in MY humble opinion) no longer exists to support, and make worthwhile this task for the perennial few who continue to serve and to give. This "few" consists of those who you see on the stage each meeting (setting up, "officering" the meeting, and providing demonstrations) this "few" consists of those who, month after month, provide the written word in the JACG Newsletter. This "few" consists of those whom you see prior to the meeting handling membership, JACG Newsletter, and library tasks.

The bottom line (again, in MY humble opinion) is that the ATARI SAFARI has finally evolved into "another task required to be done" by the "few" to do on behalf of the other few who continue to come to our monthly meetings (some on a regular basis!). It is sad, but very Darwinian. It has evolved this way as it has evolved for years in many disparate groups. It also "smacks" a bit of the "survival of the fittest" (just take a momentary "gander" at the MS-DOS/IBM clone world.

I certainly hope that the JACG can maintain a viability, even if it means a smaller, more appropriate meeting place (we are rapidly becoming lost in the auditorium), and in spite of the size of the club (fast approaching the size of many SIGs!) sufficient membership to continue the interchange of "things" ATARI. I am not a defeatist, and would be the first to cheer a turnaround of ATARI corporation's fortunes, as much as I would cheer a continuing growth of the JACG's membership. Being somewhat pragmatic, I think neither are on the horizon, in spite of which, I continue to be an ATARI, and a JACG "booster"!

... 'til next month,

Dave Noyes

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